

EmrysSMP Server Rules

A series of rules and regulations surrounding the expected behaviour of all members of the EmrysSMP server

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Rules pertaining to behavioural conduct

All rules are enforceable on a three-strike system, in which the final strike will be applied with the strictest punishment applicable for the offence.

Some rules are exempt from this and on a single strike basis. Such rules are to be considered zero-tolerance behaviour.

Griefing (or Griefing adjacent misconduct)

Definitions

Audio Griefing

Audio griefing involves an individual abusing the use of “Simple Voice Chat” (henceforth referred to as “VC”), to harass or agitate other individuals on a server. A player can be considered audio griefing if one or more of the following conditions are met:

- Constant loud or overbearing audio causing disruption, which may warrant elevated action if players are unable to hear each other or are otherwise impeded in their gameplay by the noise
- Continued or repeated undesired interaction with other players, especially after being told to cease
- Excessive use of soundboard or audio effects

General Griefing

By definition, Griefing pertains to “the action or an act of deliberately spoiling another player’s enjoyment of a game by playing in a way that is intentionally disruptive and aggravating” (“griefing, n. meanings, etymology and more”, n.d.). General griefing may include, but is not limited to:

- Excessive block spam in or around other individuals claim,
- Misusing **/trust** or similar measures for malicious intent such as raiding, destroying property, or engaging in other destructive behaviours.

Punishments

1st offence

- Warning, or
- In the case of excessively loud constant noise, or other extreme behaviours: Temporary ban, duration between 12 hours and 2 days

2nd offence

- Temporary ban, duration between 24 hours and 7 days

Final offence

- Permanent ban

Toxicity, hate-speech & Slurs

As unfortunate as these things are, intentional or not, they do happen.

These are a little trickier to enforce a tiered punishment on, as they drastically range in severity, and in some cases, the infringing individual may not even actively know what they are saying is / could be considered toxic, hateful or a slur (this could be due to upbringing, their environment or other reasons, but that ultimately does not concern us).

Depending on the severity of the discretion, staff may elevate (with heavy scrutiny) the severity of the punishment, these tiers should serve as a good starting point.

Punishments

“Pre-Offence”

An outlier offence. This is generally intended for people who have played for a while without any incidents, that we (the staff team, and by extension the other players) have not had any issues or reports for.

Out of courtesy, we will consider their first offence a “pre-offence”; A verbal warning to the player that those kinds of comments WILL NOT be tolerated in the future, and that staff action will be required if they choose to continue. This warning does not need to be logged, but is recommended.

This pre-offence can be waived in the case of egregious misconduct.

1st offence

- Warning and a temporary mute, 30 min - 2 hours

2nd offence

- Temporary ban, 48 hours - 2 weeks, or
- Temporary mute 1 - 24 hours (including chat and whispers)
- Additionally, the user is placed on an observation list, placed signs and other communications monitored.

3rd offence

- Permanent ban, or
- Silenced: Permanent VC permission revoke, and inability to send messages/whispers.

Bullying

Bullying will not be tolerated in any form. Players found engaging in bullying face immediate action.

What constitutes bullying?

Bullying is any repeated, intentional behavior that causes harm, fear, or distress to another player. This includes, but is not limited to:

- Verbal harassment, insults, or targeted name-calling
- Threats or intimidation (in-game or via chat/voice)
- Repeated griefing or targeted sabotage of another player's experience
- Spreading rumours or attempting to isolate players from the community
- Encouraging others to gang up on or exclude a specific player

Punishments

1st offence

- 2 week ban

2nd offence

- Permanent ban

User-Generated Content (UGC) Rules

To maintain a welcoming and respectful environment, all user-generated content (including builds, skins, signs, books, item names, chat messages, and any uploaded media) must follow these rules:

1. No Offensive Content

- Do not create or display content that includes hate speech, racism, sexism, homophobia, transphobia, or any discriminatory or derogatory material.
- Avoid builds or symbols that resemble or reference real-world hate groups or offensive imagery.

2. No Inappropriate or Sexual Content

- Content must be appropriate for all ages. Explicit or suggestive content is strictly prohibited.
This includes builds, signs, skins, item names, and any form of text or visual representation.

3. No Political or Religious Propaganda

- Avoid creating or promoting divisive political or religious messages. Our server is a place for play, not debate or promotion.

4. Respect Copyright and Originality

- Do not post or upload copyrighted material you do not own or have permission to use.
- Give credit where credit is due when sharing custom textures, maps, or other shared content.

5. No Spam or Excessive Advertising

- Do not use signs, books, or chat to repeatedly advertise other servers, websites, or social media accounts.

6. Staff Discretion Applies

- Server staff reserve the right to remove any content deemed inappropriate, even if it's not explicitly covered in these rules.
- Appeals can be made through the appropriate channels, but staff decisions are final in most cases.

Punishments

Violations may result in removal of content, warnings, mutes, temporary bans, or permanent bans depending on severity.

Ban Evasion

Ban evasion occurs when a player who has an active ban uses alternative methods to circumvent the ban, such as utilising an alternate account, or using a VPN/Proxy to bypass an IP ban.

Punishment

- **Permanent ban** for every account found to be tied to the player.
- **Permanent IP ban** for every IP a user is found connecting from.

Reporting an issue

To report an issue, you can either message an online staff member in-game, or open a ticket in the Discord ([#request-help](#))

Appealing a decision

These requests are exclusively handled in the Discord: [#unban-applications](#)

Staff Report Handling Process

To ensure fairness, consistency, and transparency, staff follow a standardised process when responding to player reports. This process is divided into three key phases:

Receiving a Report

- **Acknowledgement:** Staff will confirm receipt of the report either in-game, via ticket, or through the official reporting system.
- **Confidentiality:** Reports are treated confidentially. Staff will never disclose the identity of the reporting player to the accused.
- **Information Gathering:** Staff will collect all available details from the reporter, including:
 - Time and date of the incident
 - Names of involved players
 - Description of the issue
 - Screenshots, video evidence, or chat logs if available

Investigating

- **Log Review:** Staff will examine relevant server logs, chat records, or plugin data to verify claims.
- **Observation:** In some cases, staff may monitor the accused player discreetly to gather further evidence. Staff members have tools and utilities to assist them in observation and information gathering, including but not limited to:
 - Vanish / spectator modes

- Access to logs (as mentioned above)
- Player statistic records
- **Neutrality:** Staff remain impartial during the investigation and avoid making assumptions without solid evidence.
- **Witness Input:** If applicable, staff may reach out to third-party witnesses for additional context.

Actioning

- **Evidence-Based Decisions:** Staff will only take action if there is sufficient evidence to support the claim.
- **Tiered Response:** Actions depend on the severity and frequency of the offence. Some examples are below, however, staff will be guided by the punishments mentioned throughout these rules, and the lists below and above are not exhaustive.
 - *Minor offence:* Warning or education
 - *Moderate offence:* Temporary mute, kick, or short ban
 - *Major/repeated offence:* Long-term or permanent ban
- **Documentation:** All actions are logged internally for accountability and future reference.
- **Communication:** Both the reporter and the accused may be informed of the outcome, if appropriate. Details may be limited to protect privacy.

False or malicious reports may result in disciplinary action against the reporting player.
Always report in good faith.

Rules for Server Staff

Server staff are expected to uphold the highest standards of fairness, professionalism, and integrity. In addition to all standard player rules, staff must follow these additional guidelines:

1. **Act with Fairness and Impartiality**
 - Treat all players equally, regardless of friendship, rank, or status.
 - Avoid favoritism or bias in decision-making.
2. **No Abuse of Power**
 - Do not use staff permissions for personal gain, harassment, or to disrupt normal gameplay.
 - All commands used must serve a legitimate staff purpose.
3. **Maintain Professional Conduct**
 - Communicate respectfully with players and fellow staff, even in tense situations.
 - Avoid arguments or drama in public channels.
4. **Confidentiality is Key**
 - Do not share internal discussions, reports, or player data outside of authorised staff channels.
5. **Be Active and Accountable**
 - Fulfill assigned responsibilities and remain active in your role.
 - If you're unable to perform duties, notify leadership in advance.
6. **Lead by Example**
 - Set a positive tone in the community.
 - Your behaviour reflects the server as a whole.

Violations of staff rules can result in removal of permissions or dismissal from the team.
Staff are not above the rules—they help enforce them.